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1 Evaluating hypermedia and learning: methods and results from the Perseus Project
Gary Marchionini, Gregory Crane
January 1994 [ACM Transactions on Information Systems \(TOIS\), Volume 12 Issue 1](#)

Full text available: [pdf\(2.57 MB\)](#)

Additional Information: full citation, abstract, references, citations

The Perseus Project has developed a hypermedia corpus of materials related to include a variety of texts and images, and tools for using these materials and navigating through them. The results of a three-year evaluation of Perseus use in a variety of college settings are described. The particular system and the application of the technological genre to information retrieval and evaluation used a variety of methods ...

Keywords: human-computer interaction, hypermedia, learning, teaching

2 Robust training programs: new techniques in applying quality assurance to training programs
Robert H. August
December 1992 [Proceedings of the 20th annual ACM SIGUCCS conference on User and Computer Communications](#)

Full text available: [pdf\(1.13 MB\)](#)

Additional Information: full citation, references, index terms

3 ELROND: a computer based instruction system for an introductory program

Gordon E. Stokes, Larry C. Christensen, Bill Hays

March 1985 *Proceedings of the sixteenth SIGCSE technical symposium on Computer education*, 1 , 1

Full text available:  pdf(508.44 KB)

Additional Information: full citation, references, citi

4 Turning liabilities into assets in a general education course

Gloria Childress Townsend

March 1998 *ACM SIGCSE Bulletin , Proceedings of the twenty-ninth SIGCSE technical symposium on Computer education, Volume 30 Issue 1*

Full text available:  pdf(653.06 KB)

Additional Information: full citation, abstract, references, citi

Debate concerning the content of the general education Computer Science course captures the interest and divides the opinion of the Computer Science community. It is typical that instructors of a general education course encounter difficulties (liabilities) that they must transform them into assets.

5 Graphical visualization of the evaluation of functional programs

Ricardo Jiménez-Peris, Cristóbal Pareja-Flores, Marta Patiño-Martínez, J. Ángel Velasco

June 1996 *ACM SIGCSE Bulletin , Proceedings of the 1st conference on Integrating computer science and education, Volume 28 Issue SI*

Full text available:  pdf(269.37 KB)

Additional Information: full citation, references, citi

6 Felder's learning styles, Bloom's taxonomy, and the Kolb learning cycle: tying them together

Richard A. Howard, Curtis A. Carver, William D. Lane

March 1996 *ACM SIGCSE Bulletin , Proceedings of the twenty-seventh SIGCSE technical symposium on Computer education, Volume 28 Issue 1*

Full text available:  pdf(514.06 KB)

Additional Information: full citation, references, citi

7 An instructional interpreter for basic

Avron Barr, Marian Beard

February 1976 *Proceedings of the ACM SIGCSE-SIGCUE technical symposium on Computer education, Volume 2 Issue 1 , SI*

Full text available:  pdf(670.62 KB)

Additional Information: full citation, abstract, references, citi

The BASIC Instructional Program (BIP) was developed to investigate tutorial methods of instruction (CAI). BIP is a problem-solving laboratory that helps students while they solve problems in the BASIC language. The problems are presented in an individualized manner to determine the structure of the curriculum and a model of the student's state of knowledge. The emphasis is on ...

8 Smart kindergarten: sensor-based wireless networks for smart development

Mani Srivastava, Richard Muntz, Miodrag Potkonjak

July 2001 Proceedings of the 7th annual international conference on Mobile computing and communications

Full text available: [pdf\(292.84 KB\)](#)

Additional Information: full citation, abstract, references

Despite enormous progress in networking and computing technology, the field remained restricted to conventional person-to-person and person-to-computer communication. However, continual reduction in cost and form factor is now making it possible to embed networking - even wireless networking - and computing capability into not only laptops but also other objects. Further, a marriage of these ever-increasing computing power and wireless network interfaces with emerging technologies ...

9 The national SMETE digital library program (panel session)

Brandon Muramatsu, Cathryn A. Manduca, Marcia Mardis, James H. Lightbourne, Fred G. Stine, and Mark L. Riddle

January 2001 Proceedings of the first ACM/IEEE-CS joint conference on Digital libraries

Full text available: [pdf\(137.21 KB\)](#)

Additional Information: full citation, abstract, references

To catalyze and support continual improvements in the quality of science, mathematics, engineering, and technology (SMET) education, the National Science Foundation (NSF) has established the National Science Digital Library (NSDL) program. The resulting environments and resources for SMET education, will ultimately meet the needs of all levels-K-12, undergraduate, graduate, and professional ...

Keywords: NSDL, education, national SMETE digital library, teaching and learning

10 Papers: Using developmental theories to inform the design of technology for children

Peta Wyeth, Helen C. Purchase

July 2003 Proceeding of the 2003 conference on Interaction design and children

Full text available: [pdf\(1.52 MB\)](#)

Additional Information: full citation, abstract, references

Electronic Blocks are a new programming environment, designed specifically for children aged 4-8 years. As such, the design of the Electronic Block environment is firmly based on appropriate practices in early childhood education. The Electronic Blocks are physical blocks, action blocks and logic blocks. Evaluation of the Electronic Blocks with both children and adults shows that the blocks' ...

Keywords: children, design, developmental psychology, educational applications

11 Using a fine-grained comparative evaluation technique to understand and c
Paul Mulholland
October 1997 Papers presented at the seventh workshop on Empirical studies of
Full text available:  pdf(1.75 MB) Additional Information: full citation, references, ind...

12 Progressing from student to professional: the importance and challenges of Barbara Bracken December 2003 The Journal of Computing in Small Colleges, Volume 19 Issue 1

Most Computer Information Systems and Computer Science programs offer some elective. This paper has three main objectives. First, it addresses the need for software requirement rather than an elective. Secondly, an approach to software engineering a project to teach the software development and team skills required in a software development environment. The paper also covers the theoretical aspects of program development.

13 A model for notification systems evaluation—assessing user goals for
D. Scott McCrickard, C. M. Chewar, Jacob P. Somervell, Ali Ndiwalana
December 2003 ACM Transactions on Computer-Human Interaction (TOCHI), Vol. 10, No. 4, December 2003, Article 13 (18 pages)
Full text available:  pdf(218.73 KB) Additional Information: full citation, abstract, references

Addressing the need to tailor usability evaluation methods (UEMs) and promote computing activities undertaken in divided-attention situations, we present the first guide evaluation efforts for notification systems. Often implemented as ubiquitous on traditional desktop, notification systems typically deliver information of interest extraneous or supplemental to the user's current task.

Keywords: Peripheral systems, claims reuse, design model, usability

14 Computing curricula 2001
September 2001 Journal on Educational Resources in Computing (JERIC)
Full text available:  pdf(613.63 KB)  html(2.78 KB) Additional Information: full citation, references, citings, in

16 Producing a campus information technology showcase

Peter L. Peterson, Peter G. Blando

November 1997 Proceedings of the 25th annual ACM SIGUCCS conference on User se

Full text available:  pdf(724.36 KB)

Additional Information: full citation, index terms

17 Algebra jam: supporting teamwork and managing roles in a collaborative le

Mark K. Singley, Moninder Singh, Peter Fairweather, Robert Farrell, Steven Swerlir

December 2000 Proceedings of the 2000 ACM conference on Computer supported

Full text available:  pdf(294.72 KB)

Additional Information: full citation, abstract, references

We are building a collaborative learning environment that supports teams of students and remotely to solve situated, multi-step problems involving algebraic modeling. It provides a set of tools to help students overcome two of the most serious impediments to establishing common ground and maintaining group focus. These tools include the ability to operation including discrepancy notifi ...

Keywords: collabicons, object-oriented chat, role reification, team blackboard, team

18 IS '97: model curriculum and guidelines for undergraduate degree program

Gordon B. Davis, John T. Gorgone, J. Daniel Couger, David L. Feinstein, Herbert E.

December 1997 ACM SIGMIS Database , Guidelines for undergraduate degree progra

for undergraduate degree programs in information systems, Volume

Full text available:  pdf(7.24 MB)

Additional Information: full citation

19 Launching the new era

Kazuhiro Fuchi, Robert Kowalski, Koichi Furukawa, Kazunori Ueda, Ken Kahn, Taka

March 1993 Communications of the ACM, Volume 36 Issue 3

Full text available:  pdf(3.45 MB)

Additional Information: full citation, references, index terms, i

20 Fast detection of communication patterns in distributed executions

Thomas Kunz, Michiel F. H. Seuren

November 1997 Proceedings of the 1997 conference of the Centre for Advanced Stu

Full text available:  pdf(4.21 MB)

Additional Information: full citation, abstract, references

Understanding distributed applications is a tedious and difficult task. Visualizations are often used to obtain a better understanding of the execution of the application. Several event tracer developed at the University of Waterloo. However, these diagrams provide the user with the desired overview of the application. In our experience, of non-trivial commun ...

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